



the opening above. A character attempting to ascend or descend the chimney shaft must make a DC 10 Strength (Athletics) check. If the check succeeds, the character moves at half speed up or down the shaft, as desired. On a check result of 6–9, the character neither gains nor loses ground; on a result of 5 or less, the character falls and takes 1d6 bludgeoning damage per 10 feet fallen, landing prone at the base of the shaft.

DEVELOPMENTS

If the wolves are goaded by enemies beyond their reach, they are driven into a frenzy that allows them to yank the iron rod securing their chains out of the floor. Each round that any character remains in sight, the wolves attempt a single DC 15 Strength check. On the first success, they loosen the rod and the DC drops to 10. On a second success, they yank the rod loose, bending it so that their chains are freed.

A goblin or bugbear can use its action to release one wolf from its chain.

4. STEEP PASSAGE

From this point on, characters without darkvision will need light to see their surroundings.

The main passage from the cave mouth climbs steeply upward, the stream plunging and splashing down its west side. In the shadows, a side passage leads west across the other side of the stream.

ADVENTURE MAPS

Maps that appear in this adventure are for the DM's eyes only. A map not only shows an adventure location in its entirety but also shows secret doors, hidden traps, and other elements the players aren't meant to see—hence the need for secrecy.

Maps are best used to show multiroom lairs and other locations that have many places to explore. Therefore, not every location needs a map.

When the players arrive at a location marked on a map, you can either rely on a verbal description to give them a clear mental picture of the location, or you can draw what they see on a separate piece of graph paper, copying what's on your map while omitting details as appropriate.

Scale and Grid. A scale allows you to measure distances and dimensions accurately, which is important for combat encounters, magical effects, and light sources, among other things. Indoor maps use grid squares that are either 5 feet on a side or 10 feet on a side.

Compass Rose. A compass rose comes in handy when you're describing locations. For instance, you might need to tell players about "barrels along the north wall" or "the staircase descending to the west."

Characters using light or darkvision to look farther up the passage spot the bridge at area 5. Add:

In the shadows of the ceiling to the north, you can just make out the dim shape of a rickety bridge of wood and rope crossing over the passage ahead of you. Another passage intersects this one, twenty feet above the floor.